

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Previously Presented) A method comprising:
querying a plurality of accessible memories of respective electronic gaming devices for
determining electronic games available for execution on the respective electronic gaming
devices, and
generating a game directory having entries for one or more of the determined electronic
games that are common to at least two of the accessible memories of at least two
respective electronic gaming devices.
2. (Previously Presented) A method according to claim 1, further comprising:
querying said at least two accessible memories for context data related to said one or more of
the determined electronic games, and including said context data in said game directory.
3. (Previously Presented) A method according to claim 2, wherein said context data
comprises information related to a multi-player ability of said electronic games.
4. (Previously Presented) A method according to claim 1, wherein said game directory
comprises only multi-player enabled electronic games.
5. – 16. (Canceled)

17. (Previously Presented) Computer program product comprising program code stored on a non-transitory computer readable medium for carrying out the method of claim 1.

18. (Previously Presented) Computer program product comprising program code stored on a non-transitory computer readable medium, downloadable from a server for carrying out the method of claim 1, when said program product is run on a computer or network device.

19. – 25. (Canceled)

26. (Previously Presented) A method according to claim 1, further comprising:

determining to display the entries from the game directory on a display of one or more of the
at least two respective electronic gaming devices; and
receiving selection data related to the displayed entries and determining to display the
selection data on the display.

27. (Previously Presented) A method according to claim 26, wherein said game directory entries and said selection data are displayed as a whiteboard.

28. (Previously Presented) A method according to claim 1, further comprising receiving and installing a game directory generation and game selection application.

29. (Previously Presented) A method according to claim 1, further comprising determining to send a request to retrieve and transfer said game directory entries.

30. (Previously Presented) A method according to claim 1, further comprising receiving a request to retrieve and transfer said game directory entries.

31. (Currently Amended) A method according to claim 1, further comprising determining to send a request to start a game to one or more of the at least two respective electronic gaming devices according to one or more selected entries from the game directory.

32. – 34. (Canceled)

35. (Previously Presented) An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

query the memory and one or more accessible memories of respective electronic gaming devices for determining electronic games available for execution on the apparatus and the respective electronic gaming devices, and

generate a game directory having entries for one or more of the determined electronic games that are common to the memory and at least one of the accessible memories of at least one respective electronic gaming device.

36. (Currently Amended) An apparatus according to claim 35, wherein the apparatus is further caused to:

query the memory and the one or more accessible memories for context data related to the one or more of the determined [[the]] electronic games, and include the context data in the game directory.

37. (Previously Presented) An apparatus according to claim 36, wherein the context data comprises information related to a multi-player ability of said electronic games.

38. (Previously Presented) An apparatus according to claim 35, wherein the game directory comprises only multi-player enabled electronic games.

39. (Previously Presented) An apparatus according to claim 35, further comprising: determining to display the entries from the game directory on a display of the apparatus; and receiving selection data related to the displayed entries and determining to display the selection data on the display.

40. (Previously Presented) An apparatus according to claim 39, wherein said game directory entries and said selection data are displayed as a whiteboard.

41. (Previously Presented) An apparatus according to claim 35, wherein the apparatus is further caused to:

receive and determine to install a game directory generation and game selection application.

42. (Previously Presented) An apparatus according to claim 35, wherein the apparatus is further caused to:

determine to send a request to retrieve and transfer said game directory entries.

43. (Previously Presented) An apparatus according to claim 35, further comprising receiving a request to retrieve and transfer said game directory entries.

44. (Currently Amended) An apparatus according to claim 35, wherein the apparatus is further caused to:

~~determining~~ determine to send a request to start a game to any of the at least one respective electronic gaming device according to one or more selected entries from the game directory.

45-48. (Canceled)

49. (Previously Presented) A method according to claim 1, further comprising:

determining participant information relating to one or more of the at least two respective electronic gaming devices; and

causing, at least in part, presentation, to one or more of the at least two respective electronic gaming devices, one or more game identifiers of the common games and the participant information.

50. (Previously Presented) A method according to claim 49, further comprising:

querying one or more of the at least two respective electronic gaming devices for context data related to the common games, and including the context data in the game directory.

51. (Previously Presented) A method according to claim 49, wherein the context data comprises information related to a multi-player ability of the determined electronic games.

52. (Previously Presented) A method according to claim 49, wherein the game directory comprises the common games that are multi-player.